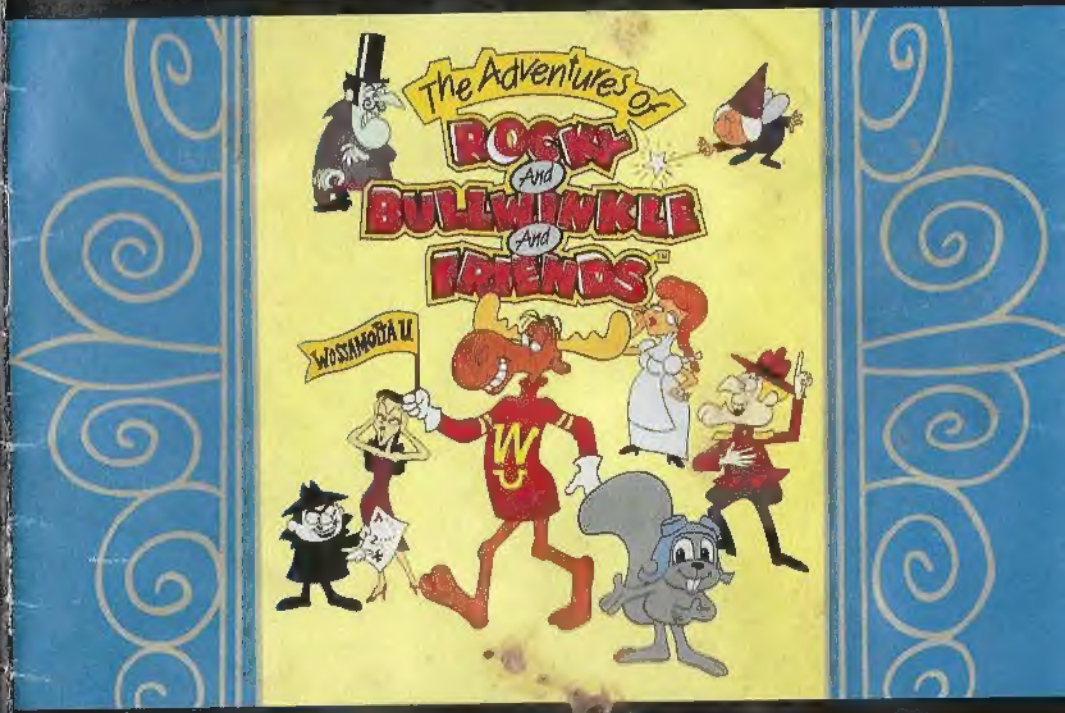
T•HQ SOFTWARE
A DIVISION OF T•HQ, INC.

T•HQ SOFTWARE
5000 N. PARKWAY CALABASAS
SUITE 107
CALABASAS, CA 91302

PRINTED IN JAPAN

SNS-RZ-USA



INSTRUCTION BOOKLET

T•HQ SOFTWARE
A DIVISION OF T•HQ, INC.

SUPER NINTENDO
ENTERTAINMENT SYSTEM

INTRODUCTION

The Adventures Of ROCKY And BULLWINKLE And FRIENDS™

Thank you for adding Rocky & Bullwinkle & Friends for the Super Nintendo Entertainment System to your library of video games. We hope you enjoy many hours of comic adventure as you take the roles of the world's most famous moose and squirrel team and also a few of their friends.

Our story begins at the peaceful opening of the Frostbite Falls Museum and grows into a global search for stolen treasures. Those infamous no-goodniks, Boris and Natasha must be up to their old tricks again! So put on your gum-shoes, break out the aviator goggles and get set for high flying fun!

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

Official Nintendo Seal of Quality

T•HQ SOFTWARE
A DIVISION OF T•HQ, INC.

T•HQ Software Inc.
5000 N. Parkway Calabasas
Suite 107
Calabasas, CA 91302

LICENSED BY Nintendo

NINTENDO, SUPER NINTENDO ENTERTAINMENT SYSTEM AND THE OFFICIAL SEALS ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC. ©1991 NINTENDO OF AMERICA INC.

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

MADE IN JAPAN
T•HQ Software™ is a trademark of T•HQ, Inc. Rocky & Bullwinkle & Friends™ and © 1991 Ward Productions, Inc. All Rights Reserved. Licensed by MCA/Universal Merchandising, Inc.

TABLE OF CONTENTS

Introduction 2

Whassa Matta You? 4

What Are You Waiting For? 5

What Moves You? 6-7

What You're Looking For 8

Old Friends, New Games 9

A Few Good Moose Hints 10

We're Bad, We're Bad! 11

Warranty Information 12

Notes 13-15

WHASSA MATTA, YOU?

A mystery is brewing at the celebrated opening of the Rocky & Bullwinkle Museum in beautiful downtown Frostbite Falls. The fabled treasures that Rocky and Bullwinkle have collected through their many exploits have been purloined by those Pottsylvanian super-spies, Boris Badenov and Natasha Fatale!

Now it's up to the dynamic moose and squirrel to once again find their incredible valuables. Join Bullwinkle as he climbs the Alps, delves deep into dark caves and even explores the belly of a robot whale! Rocky picks up the action on tough waterfront docks, mean city streets and finally in a haunted house! Our heroes have to stay on their toes to nab those bomb throwing bad guys and bring back the loot!

WHAT ARE YOU WAITING FOR?

Place the Rocky & Bullwinkle Game Pak in your Super Nintendo Entertainment System and turn it on. After the title screens advance, you'll see the story unfold. If you wish to bypass the opening sequence, press the Start button.

The game begins with Bullwinkle's search in the chilly Alps. There are many areas accessible to our intrepid moose - climb cliffs and jump the gorges to find new levels of fun! Remember, Boris and Natasha will stop at nothing to keep their goodies, so be careful!

WHAT MOVES YOU?

Listed below are the controller functions. Take the time to master the character movements so you can thwart the evil schemes of Boris and Natasha.

CONTROL PAD FUNCTIONS:

Left/Right — Move characters left or right.
Brake/Accelerator in mine car ride.

Up — Climb up cliffs.

Down — Makes characters "duck" down.
Climb down cliffs.

OTHER FUNCTIONS

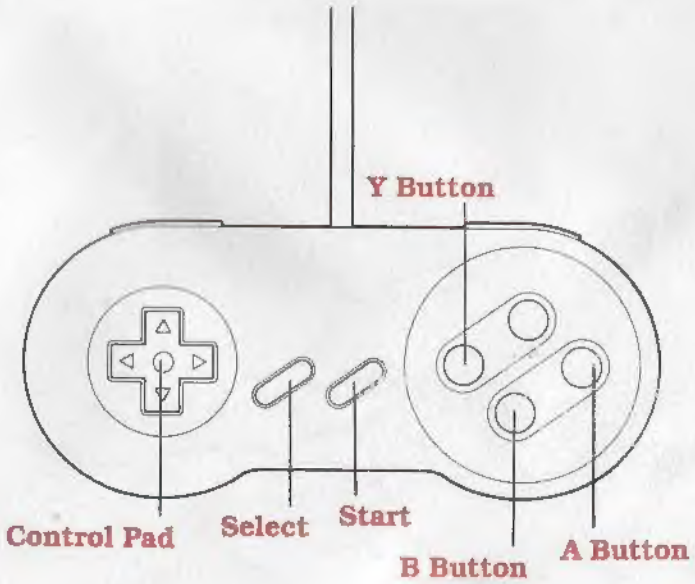
Start Button — Pause/unpause during game play.
Bypass the cinema and text sequences.

A Button — Advances the text during the cinema sequences.
Makes both characters jump.

B Button — Makes both characters jump.

Y Button — Makes Rocky spin his tail.
Makes Bullwinkle headbutt.

X Button — Makes Rocky throw acorns.
Makes Bullwinkle throw Mooseberries.



WHAT YOU'RE LOOKING FOR

Collect the items listed below to make your journey a little bit easier. Okay, a lot easier.

Mooseberry Gives Bullwinkle some ammunition.
Acorn Gives Rocky some ammunition.
Sunflower Gives both characters extra energy.

In the upper left corner of the screen you will notice a picture of either Rocky or Bullwinkle. The more damage each character takes, the less "lively" their picture will appear. Grab as many sunflowers as you can to spark up our heroes.

OLD FRIENDS, NEW GAMES

Some of our heroes old friends appear to break up the action of the game and steal a little attention. Dudley Do-Right of the Mounties is in a death defying race to save Nell Fenwick from the machinations of the evil Snidely Whiplash. Dodge obstacles on railroad tracks as you and your horse, (known as "Horse"), are chased by a locomotive piloted by the fiendly villain.

Sherman and Peabody also make a cameo appearance with their Way Back™ machine. Dodge fire and brimstone from the mouth of a dragon in medieval times. Can a boy and his bubble gum save the day? Stay tuned . . .

A FEW GOOD MOOSE-HINTS

Many things in the backgrounds are capable of supporting the weight of a full grown moose and hearty squirrel. For instance, window sills, boxes and manhole covers among other things.

Look for familiar faces in the crowd. We hope you notice a few old friends of the moose and squirrel.

You can fall for a bit down the mine shaft while riding a mine car. You'll have to time your jump perfectly, however, to make it to the next car.

There are many areas of safety where Rocky and Bullwinkle can stand to avoid damage. Above all, experiment! Have fun! And look out for danger from above!

WE'RE BAD, WE'RE BAD!

Shown below are a few of the villainous types that appear in this game:

Boris Badenov

Moon Mice

Snidely Whiplash (sorry Horse...)

Natasha Fatale

WARRANTY INFORMATION

90 DAY LIMITED WARRANTY:

T•HQ Software Inc. warrants to the original consumer purchaser that this Game Pak ("PAK") (not including Game Pak Accessories or Robot Accessories) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, T•HQ Software, Inc. will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:
1. DO NOT return your defective Game Pak to the retailer.

2. Notify the T•HQ Software, Inc. Consumer Service Department of the problem requiring warranty service by calling: (818) 501-3241. Our Consumer Service Department is in operation from 9:00 A.M. to 5:00 P.M. Pacific Standard Time, Monday through Friday.

3. If the T•HQ Software, Inc. service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

T•HQ Software, Inc.
Consumer Service Department
5000 N. Parkway Calabasas, Suite 107
Calabasas, CA 91302

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to the defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY

If the PAK develops a problem after the 90 day warranty period, you may contact the T•HQ Software, Inc. Consumer Service Department at the phone number noted. If the T•HQ Software, Inc. service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK freight prepaid to T•HQ Software, Inc., enclosing a check or money order for $10.00 payable to T•HQ Software, Inc. T•HQ Software, Inc. will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refundable.

WARRANT LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANT-ABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL T•HQ SOFTWARE, INC. BE LIABLE FOR CONSE-QUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long and implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

NOTES

NOTES

NOTES